

IMPALED!!

MwT19

Germans moves first. **Balance:** exchange 4-4-7s for 4-6-7s and add minus 2 Counter-battery DRM.

Elements of Kp 7, I.R. 362, 196 I.D. [ELR: 3] enter on Turn 1 along west edge on/north of 10P4:SAN {3}



2

Elements of Kp 7 I.R. 362, 196 I.D. enter on Turn 2 along west edge on/north 17P10:



3

3

2

Elements of I/I.R. 324, 163 I.D. enter on Turn 3 along west edge on/adjacent to 10P6



3

2

2

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SSR:

1. EC are Ground Snow, Weather is Clear with no Wind at start. Roads are plowed. Ground Snow does not convert Grain into Open Ground (i.e., Grainfields are considered plowed). Place overlays **Wd5** (10 O6/P5) **G5** (17C8/D8).

2. Kindling is NA. Neither side may invoke No Quarter.

3. Norwegians have one module of 75mm (HE only), plentiful ammunition, with off-board observer located on north/east edge at Level 3. Norwegians may pre-registered two hexes. Each time a non-extra OBA Battery Access red chit is drawn (C1.21), place it back in the Draw Pile along with another red card. In addition, Battery Access is never permanently lost when more than one red chit is drawn. Extra chit draw mechanics remain unchanged.

4. The German player during each Rally Phase in which a Norwegian SR/FFE is on-board, may make a counter-battery DR, using a negative DRM equal to the turn number. On a final DR of 2 or less, the current Norwegian SR/FFE is immediately removed. This removal has no affect on subsequent Norwegian

attempts to reestablish Battery Access.

5. For Norwegians ONLY: All at start units may set up HIP. Woods and Brush only cost 1.5 MFs. Ammo shortage applies. Breakdown number for MMG is b11.

Towed guns exited off south or east map edges are not considered destroyed for VC purposes (does not apply to guns exited by manhandling). Norwegian 10-2 leader represents Captain Gleditsch. All friendly units within one hex of Gleditsch, if in good order, at the beginning of the MPh have their MFs increased and any MC/TC modified as if stacked with Gleditsch for entire movement phase. Additionally, Gleditsch, if in good order, can rally and affect the MC/TC/fire attacks of adjacent units as if stacked in same hex. Normal restrictions to quantity of actions apply. If Gleditsch is broken or is killed all adjacent units must also make a LLTC/LLMC. If Gleditsch is killed or is a prisoner Norwegian ELR reduced by one.

6. German 10-3 represents Major Wilck. German 9-2 represents Captain Manthey. If Major Wilck or Captain Manthey are broken/killed all units in LOS and within six hexes take a LLTC/LLMC.

AFTERMATH: The Norwegian counterattack sputtered in the woods and snow. The hasty mobilization and still emerging leadership limited the Norwegians during these initial days of the German invasion. Group Gleditsch did make contact with the Germans, but they were easily repulsed by effective machinegun fire. The German's advancing infantry, improvised motor transport, effective artillery support and the Luftwaffe easily overran the sporadic Norwegian defenses pushing the I.D. I and the remnants of A.R. I into internment in Sweden. But the seeds of an emerging martial patriotism was set, and soon flourished under the steadfast leadership of men like Captain Gleditsch, General Ruge, newly appointed CiC, and King Hakon VII, survivor of multiple German assassination attempts whose obstinate refusals of German terms helped fostered a national will that fiercely resisted the Germans throughout the rest of the campaign and war. His address on the date of this counterattack, after surviving another German aerial bombing, along with the horrors of modern warfare and the helplessness of occupation, impaled the Norwegian national psyche of passive neutrality. Never again will Norway not have the means to effectively combat a foreign invader. "I ask all of you to commemorate those who gave their lives for our fatherland. God Save Norway!" King Hakon 4.13.40.

